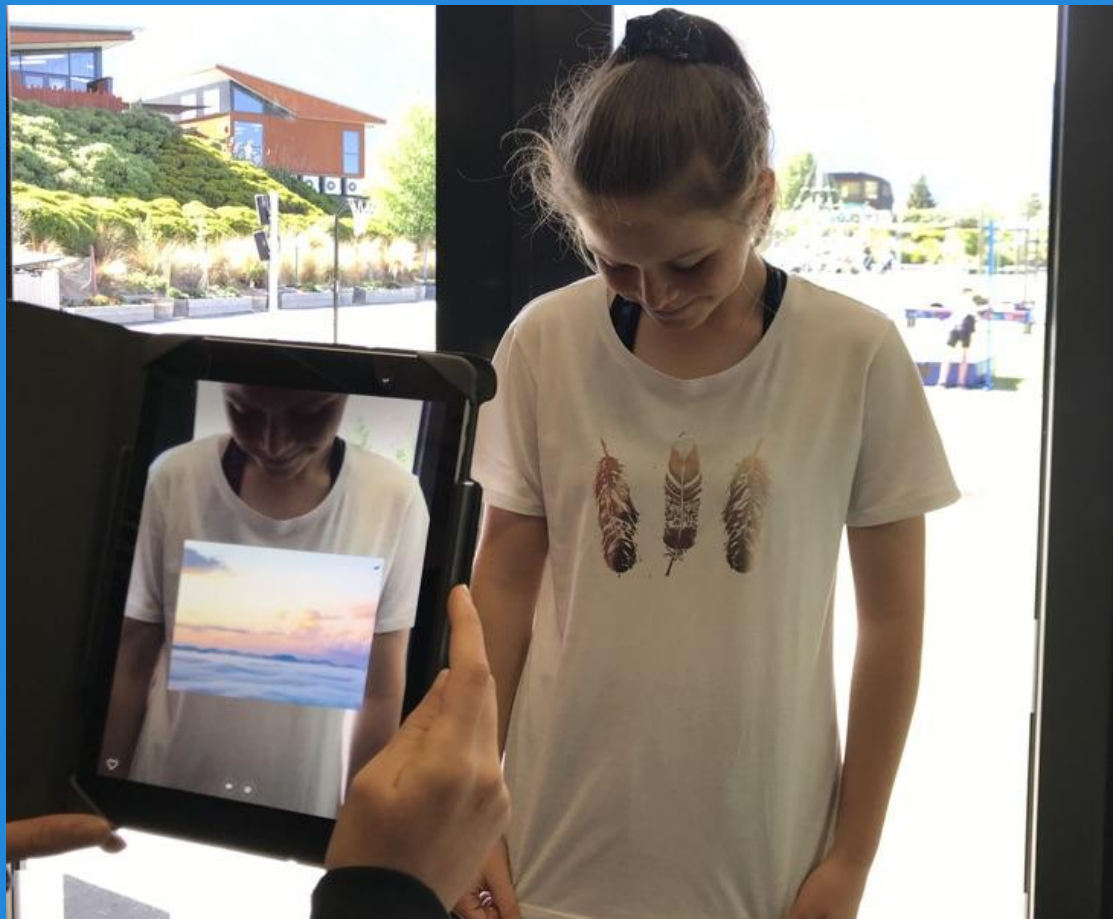


# *Local curriculum projects and digital technologies*



# Karakia Timatanga

Kia hora te marino  
Kia whakapapa pounamu te moana  
Hei huarahi mā tātou  
i te rāngi nei  
Aroha atu aroha mai  
Tātou i a tātou katoa  
Hui ē! Tāiki ē!

## **Opening Karakia**

May peace be widespread  
May the sea be like greenstone  
A pathway for us all this day  
Let us show respect for each other  
For one another

Bind us all together



# *Local curriculum projects and digital technologies*

**Sarah Washbrooke**

**Technology and STEM Specialist**

**Remarkables Primary School**

**ICT Coordinator**

**Within School Lead teacher**

**Wakatipu Kāhui Ako (COL)**

**Member DTTA and TENZ Council**



# Webinar content outline

1. Strategies
2. What's engaging
3. Examples



Image by Jonny James, Storyworks, courtesy of LUMA Southern Light Project



# Strategies for connecting with local community

- Local Facebook community groups
- Local papers
- Visiting other schools in area for collaborative work
- NZ technology teachers Facebook group
- Joining subject associations (TENZ/DTTA)
- Student voice (own and other students)
- Parent and community voice
- Use NPDL quadrants to plan deep learning inquiry



# What is engaging about community connections

What I notice engages the students about community connections:

- Having an authentic, purposeful problem or issue to solve
- Having real stakeholders to talk to – and gain feedback
- The chance to show off their learning to others in the community and not just their parents
- Having a time deadline in which to complete the project
- Seeing their final outcomes used in real life
- Understanding they can help to change the future and make an impact on their world
- Not realising they are learning



# Example 1: LUMA Light Festival, year 6

## Technological Practice

LUMA, Queenstown 2017-19

- 2017: RPS students worked with Auckland University Biolab
- Designed 3D printed sea creatures that glowed with bioluminescence (DDDO), using TinkerCAD
- 2018/19: Worked with Wakatipu High School and Shotover Primary
- Created light installations linking to sustainability and promoting global issues



# LUMA Light Festival



Image by Simon Holden, courtesy of LUMA Southern Light Project



Image by Simon Holden, courtesy of LUMA Southern Light Project

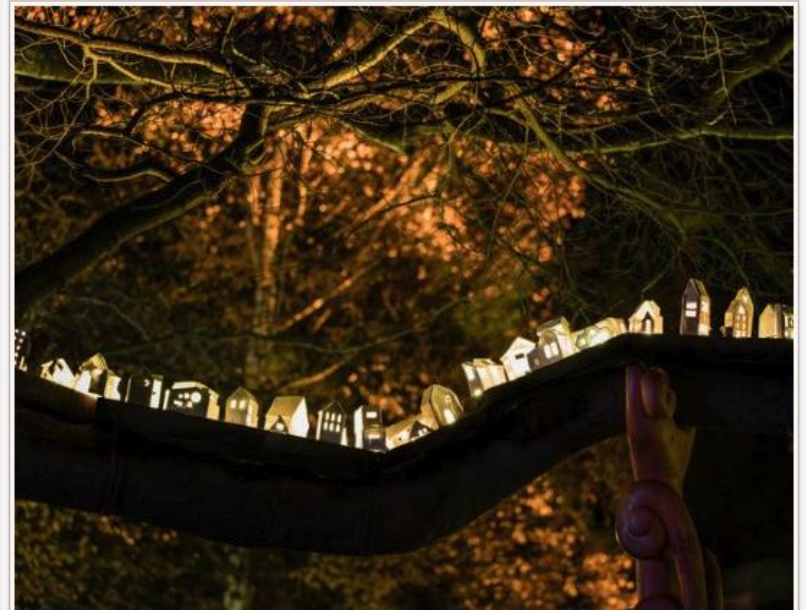


Image by Aiste Photography, courtesy of LUMA Southern Light Project

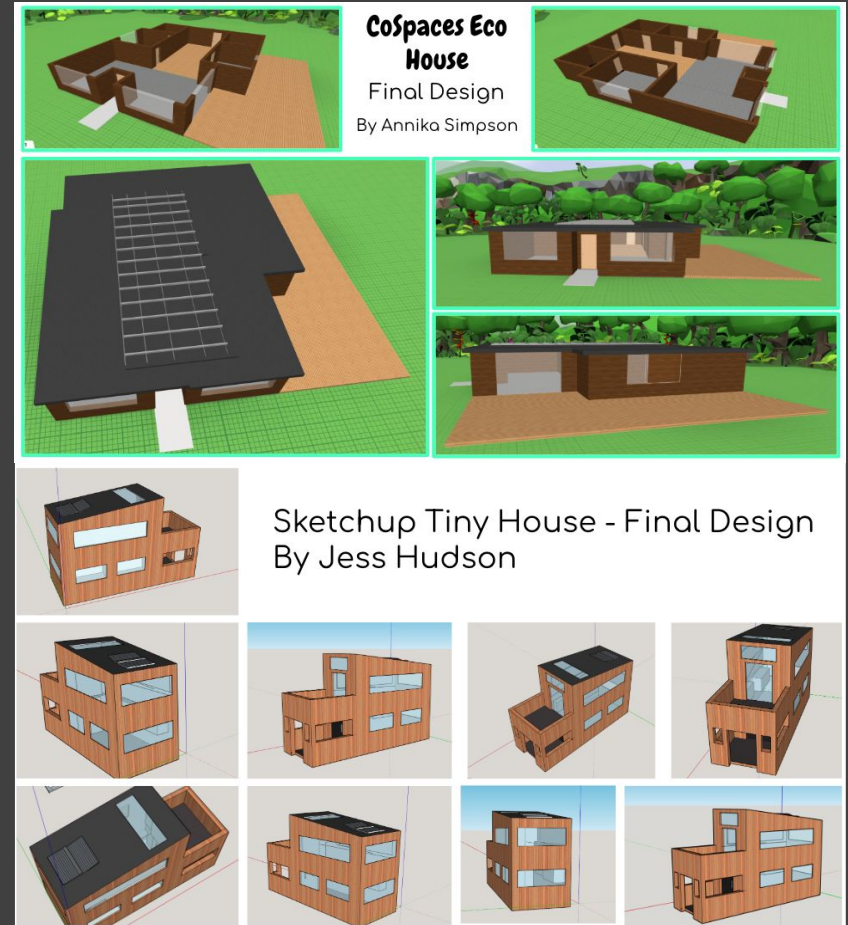


# Example 2: Architectural design, year 8

## Nature of Technology

Architectural design based on a local brief.

- Testing and trialling software to create floor plans and 3D models (DDDO)
- Creating a 3D model
- Impact of design outcomes on society and the environment
- Isometric sketching
- Working drawings

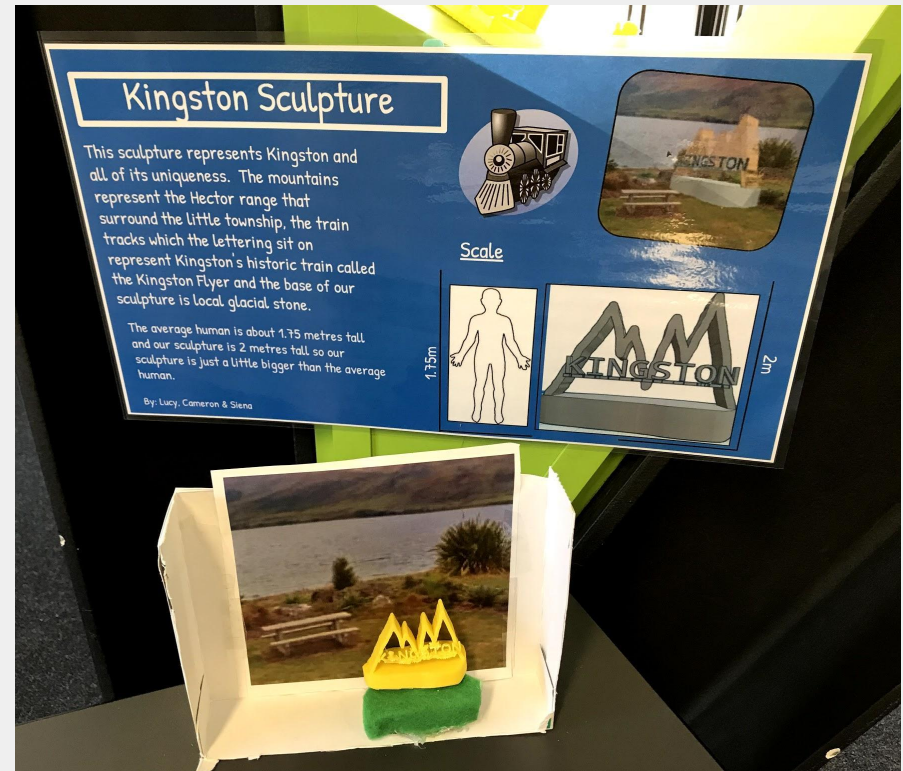


# Example 3: Wakatipu landmark design, year 6

## Technological Practice

### Wakatipu Icons

- Collaborative research into a local town/community
- Designing a local feature to promote the town
- TinkerCAD (DDDO)
- Functional modelling through 3D printing
- Designing a poster to advertise the outcome (DDDO)
- Presentation to a local council member and younger RPS students



# Example 4: Electric Garden, years 4–5

## Computational Thinking

### Code Club: Electric Garden

- Collecting statistical data from sensors in garden
- Analysis of data to help pumpkins grow
- Understanding areas of CT: algorithms, block & text based programming, IoT, inputs, & outputs, etc.
- Soil testing with Makey Makey
- Designing pumpkin costumes for competition



Integrated with beeswax wraps, bird feeders, and T-shirt bags for school carnival.

# Other examples of local projects

## Projects with digital technologies links

- TENZ Council thank you cards (DVC / Digital Media)
- Upcycling project: Reusing waste by 3D printing attachments
- Tahi Rua Toru Tech
- Games for learning: Digital game and app design linking to social studies
- Ministry of Inspiration: Aquabots
- Micro:bits – score keepers for school sport
- NZ Technology teachers Facebook banner (DVC / Digital Media)
- Educational animation and stop motion movies – highlighting local and global environmental issues

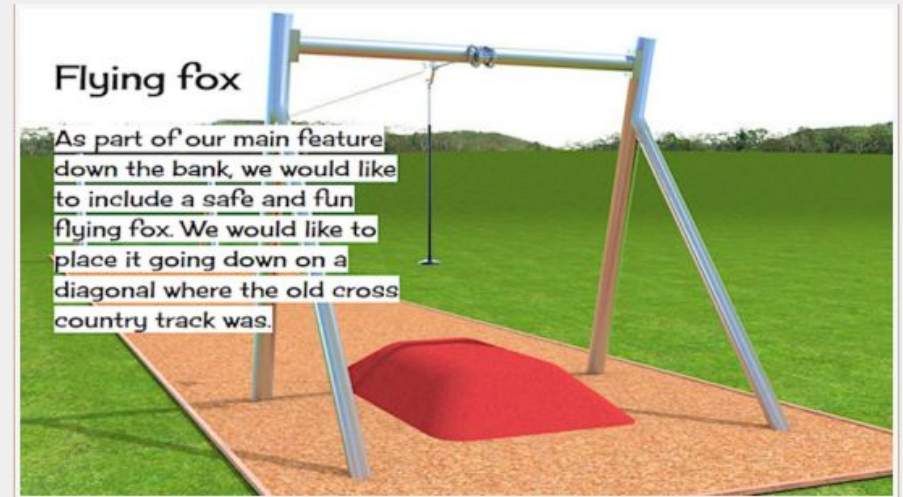
# Other examples of local projects

## Projects with other technological areas

- Wonder Project: Rockets
- Designing structures: Kawarau Falls Bridge
- Boomerang Bags
- Links to RPS: Older students designing outcomes for younger students, Enviroschools, whanaungatanga, food technology aprons, and master chef box.
- Lilliput library
- Schoolgen: Energy resources
- Food tech: Hospitality @ Hilton
- Enviroschool link – outcomes for gardens
- CREST projects

# Technology Online resources

- Digital technologies support
- Primary playground redesign – a rich local curriculum opportunity
- Exhibition sees artists from around the world stay at Parihaka marae



# Technology Online newsletter

- See the Technology Online newsletter [here](#)



## Technology Online

Kia ora and welcome to the twenty-eighth edition of the Technology Online newsletter. In these newsletters we keep you up-to-date with [Technology Online](#) and pass on other information that you may find useful as a member of the technology education community.

### What's new on Technology Online?

New and revised resources are being loaded every week. Here are some of our recent favourites.

#### Webinar recordings

##### Introducing the learning progressions for digital technologies

Catherine Johnson describes the new learning progressions for computational thinking and designing and developing digital technologies, and shares where to find out more information and support.



##### NCEA level 1 digital technologies achievement standards

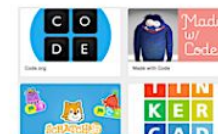
In this webinar recording, hear Julie McMahon and John Creighton talk about the new structure of the technology learning area, new terminology in the achievement standards, and changes to specific digital technologies standards.



#### Useful websites – Links for digital technologies

##### Links for digital technologies

Explore tables full of useful digital technologies resources to help you in your planning. You can find links to resources, and you can also download the tables to use as the start of your own resource collection.



# Technology Online

*Kaua e rangiruatia te hāpai o te hoe;  
e kore to tātou waka e ū ki uta*



# Karakia Whakamutunga

Ka whakairia te tapu  
Kia watea ai te ara  
Kia tūruki whakataha ai

Kia tūruki whakataha ai  
Hui e Tāiki e

*Restrictions are moved aside  
So the pathway is clear  
To return to everyday activities*

*Enriched and unified*

